GUNCOM 2

CAN YOU STOP THE SLAUGHTER
OF THE HUMAN RACE...?

play it

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52620

1 to 2 Players • Memory Card (8MB) (for PlayStation®2) : 68KB minimum • Analog Control Compatible: analog sticks only • Optional Controller: SLEH-00007

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GETTING STARTED

1. Set up your PlayStation®2 computer entertainment system according to the instruction manual. It is advised that you do not insert or remove Memory Cards (8MB) (for PlayStation®2) or other accessories once the power has been switched on.
2. Please ensure you always have an Analog Controller (DUALSHOCK®2) inserted into controller port 1.
3. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
4. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
5. Insert the 'Guncom2! disc with the label side facing upwards and press the ⏏ button to close the disc tray.
6. Follow on-screen instructions and refer to this manual for information on using the software.

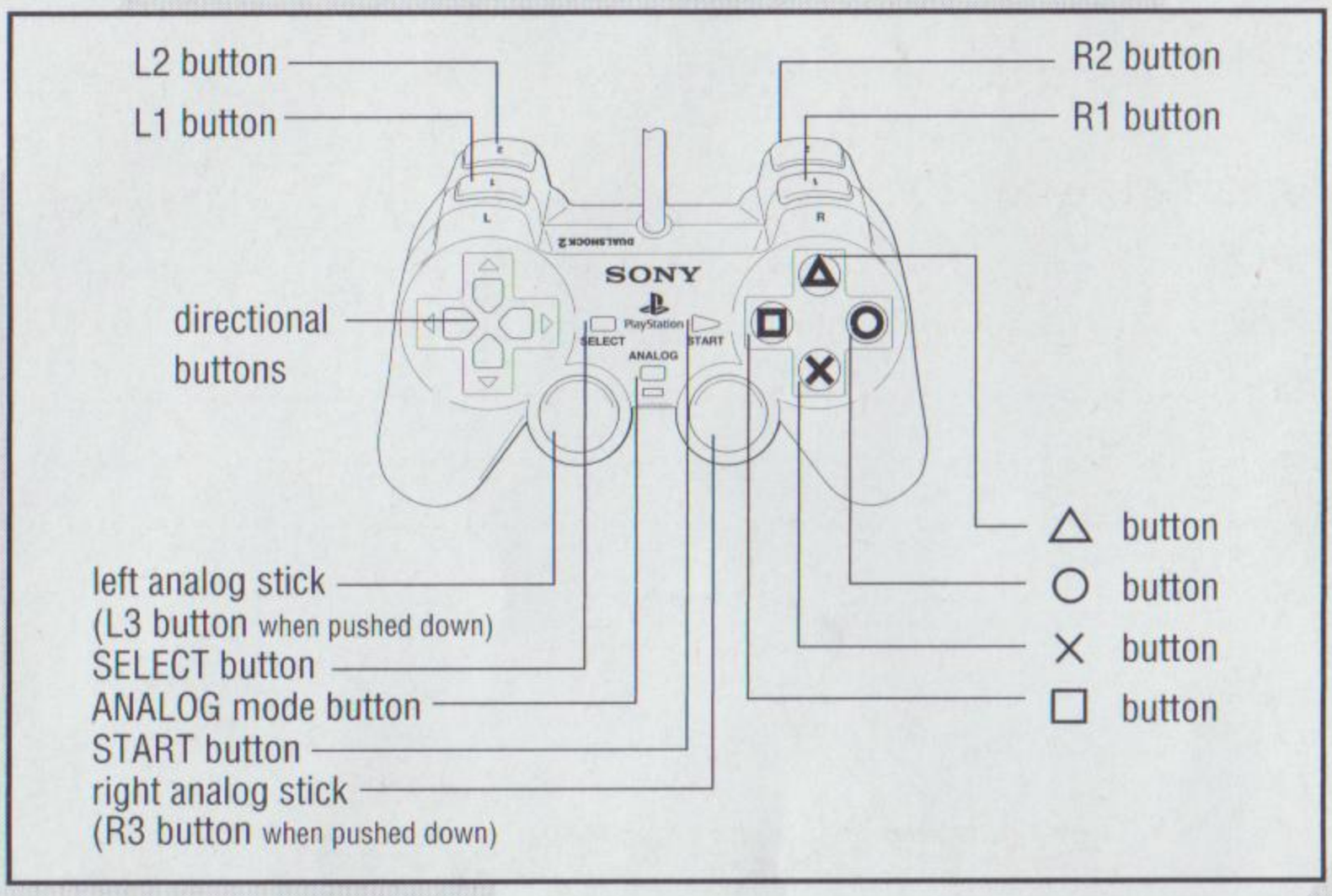
This title uses an autosave and autoload feature. Insertion of a Memory Card (8MB) (for PlayStation®2) after boot-up may result in data being overwritten. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play.

Select your preferred language from your console's International System Configuration menu. This supports English, French and German languages.

CONTROL GUIDE

This game may be played with either Analog Controller (DUALSHOCK®2) or Analog Controller (DUALSHOCK®).

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



STORY

July 29, 2010. The beautiful city of Saronica is destroyed by the mysterious SMO. Agents, known as Subliminers, are placed throughout the city to oppress the populace. Survivors form The Resistance, led by the elusive Lily, and fiercely engage SMO forces in battle. Agent Kou Yanami, tortured with doubt over his employer's policies. He seizes two pistols from SMO's arsenal and joins Resistance forces. His pistols are the Crimson, ancient super weapons. Lily attempts to shelter Kou from his dogged pursuers but in turn falls prey to SMO. Now, Kou Yanami and Lily's daughter, Yuri, set out to free her...and blow away any SMO Subliminers who get in their way!

WARNING

For health's sake, be sure to take frequent breaks during game play.

If you should feel sick or strange while playing the game,quickly stop and consult a physician. The light gun controller cannot be used with certain television sets, such as projection televisions and televisions fitted with filters. For further details, see the "LIGHT GUN" section at the end of the manual.

BEGINNING THE GAME

Please insert a Memory Card (8MB)(for PlayStation®2) in either MEMORY CARD slot 1 or 2 prior to switching on the console. Once a particular MEMORY CARD slot is chosen, it will be used for all future operations. If intending to use a light gun controller, please make sure this is inserted prior to switching on the console. If a light gun controller is inserted then the FIRE buttons on this should be used instead of an analog controller (DUALSHOCK®2).

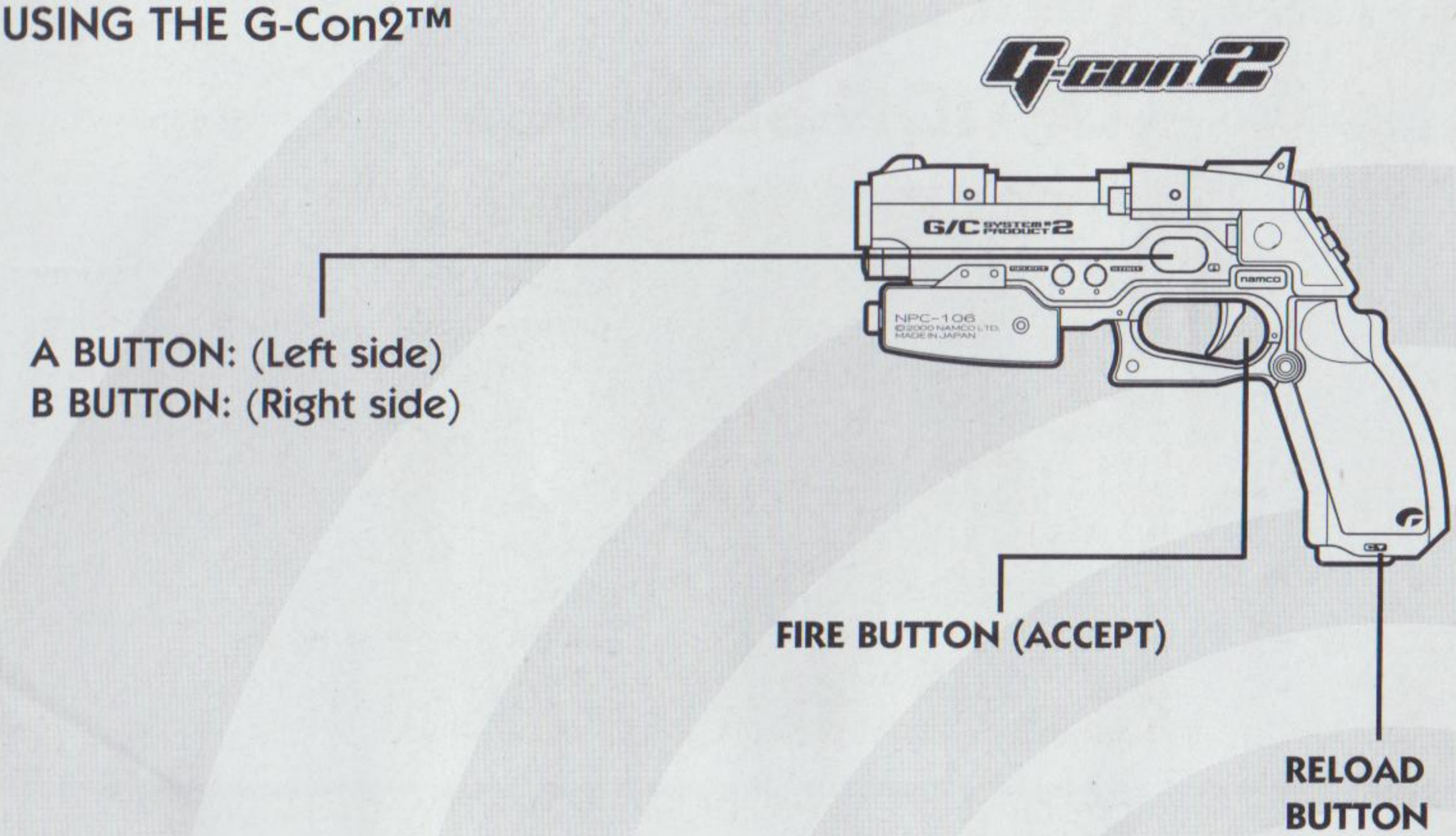
The game will then detect the Memory Card (8MB)(for PlayStation®2) and attempt to load previously saved high scores. Once a particular MEMORY CARD slot is detected, it will remain active from then onwards.

If a light gun controller is detected, at this stage it will allow you to calibrate it by pointing the gun at the centre of the screen and pressing FIRE. This can be repeated until satisfactory and then press the A or B button on the gun.

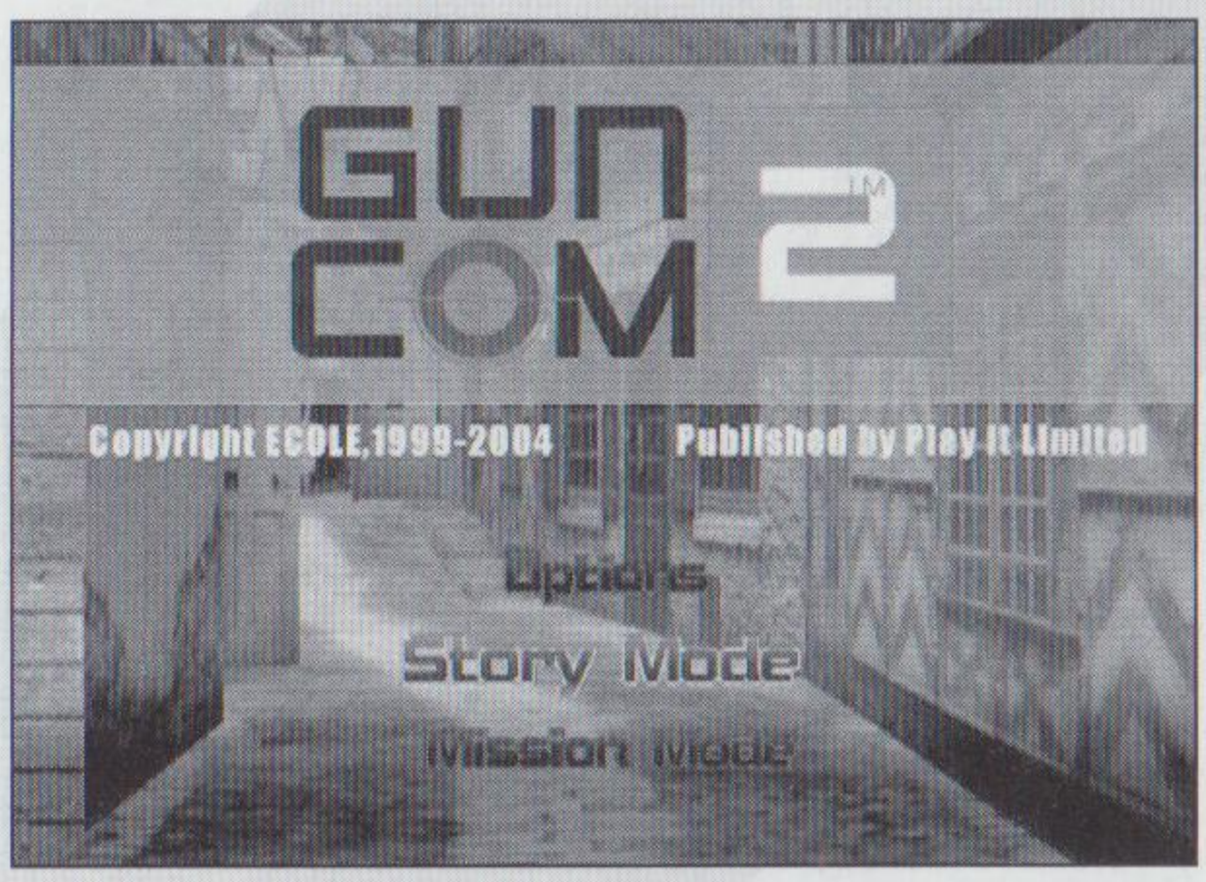
Up to two players can simultaneously play Guncom2, each using their own analog controller (DUALSHOCK®2) or light gun controller. Each player's supply of ammo is displayed on their side of the screen. Both bullets and hits are displayed in the same colour.

Guncom2! is Namco G-con2™ and G-Con 45 compatible.

USING THE G-Con2™



MAIN MENU



The following modes can be selected from the main menu using the directional buttons.

Story Mode – The mode wherein play follows the game's main storyline.

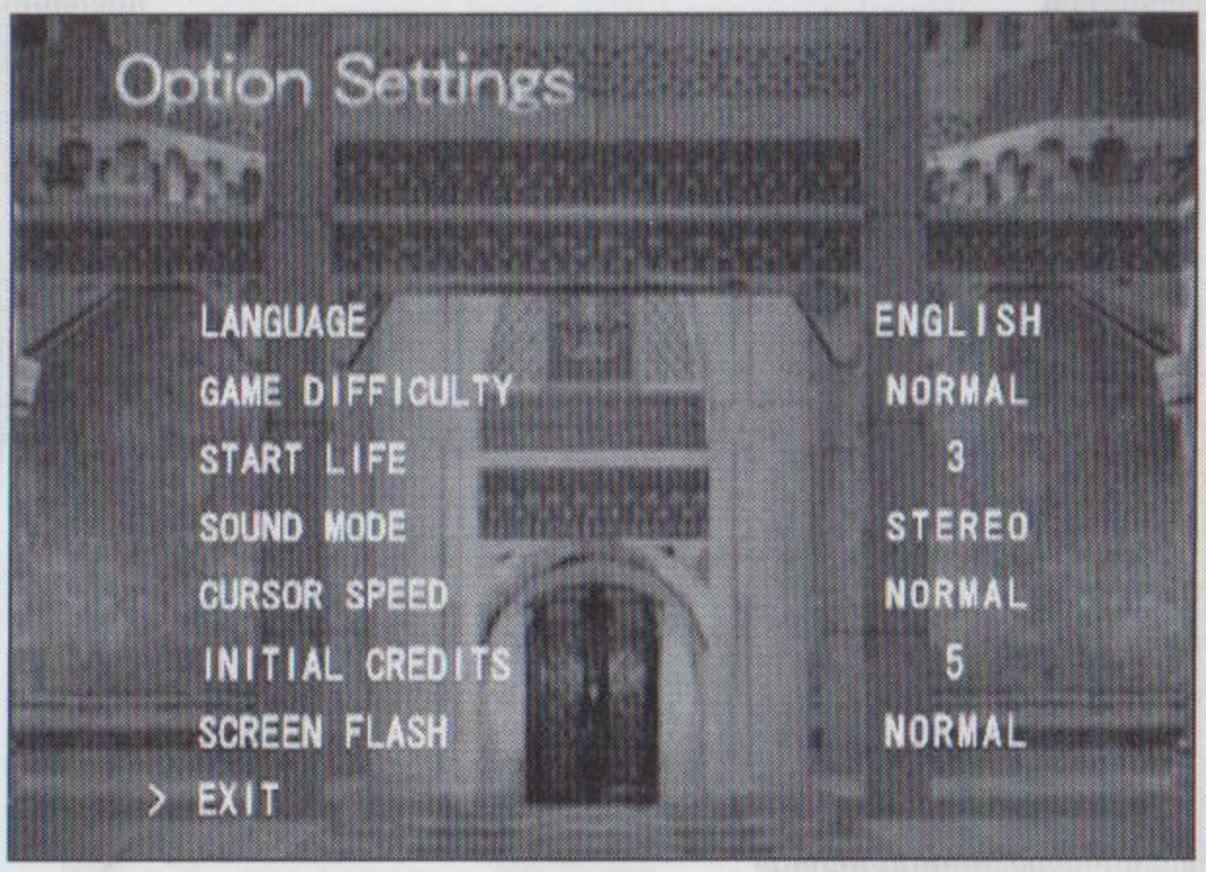
Mission Mode – A mode that lets you battle for points in each stage.

Bullet Mode – A mode wherein you race to clear stages using the least number of bullets possible.

Time Mode – A mode wherein you race to clear stages in the minimum amount of time possible.

Options – A mode for setting various options.

OPTION SETTINGS



Game Difficulty – Select from: VERY EASY/MEDIUM EASY/NORMAL/MEDIUM HARD/VERY HARD

Start Life – Select the amount of energy you character will have when play begins: (1..5 units)

Sound Mode – Select STEREO or MONO sound.

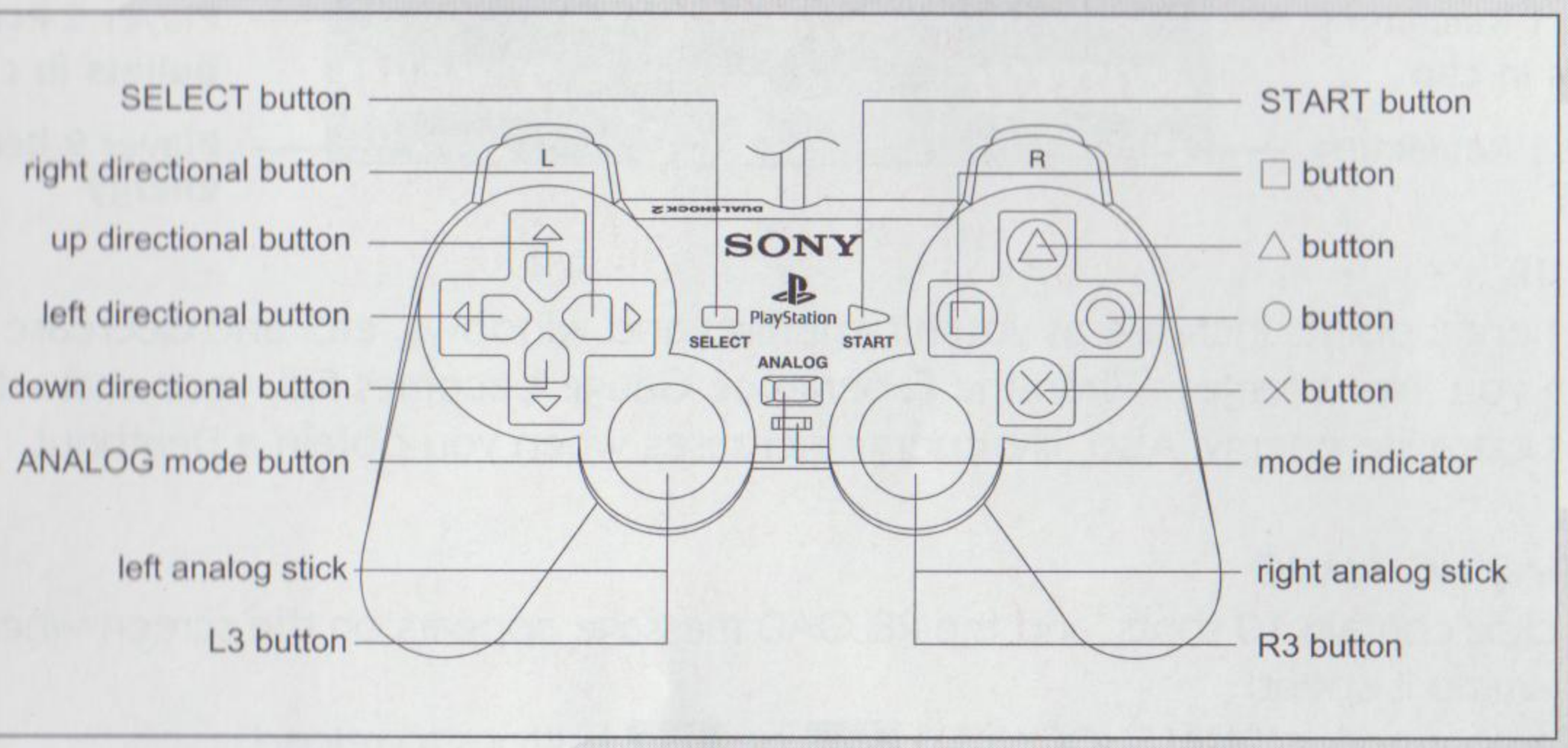
Cursor Speed – Determines the speed of movement of the gun sight cursor when using the Analog Controller: SLOW/MEDIUM SLOW/NORMAL/MEDIUM FAST/FAST

Screen Flash – Adjusts the brightness of the screen flash when using the light gun controller: DARK/NORMAL/BRIGHT

Initial Credits – Sets the number of times you can restart the current game in Story Mode. (1..9 times)

Exit – Select this to return to the Main Menu.

BASIC PLAY



START – Pause game (allow exiting to main menu)

⊗ – Fire / Select (Hold for Machine Gun to build energy)

▣ – Fire

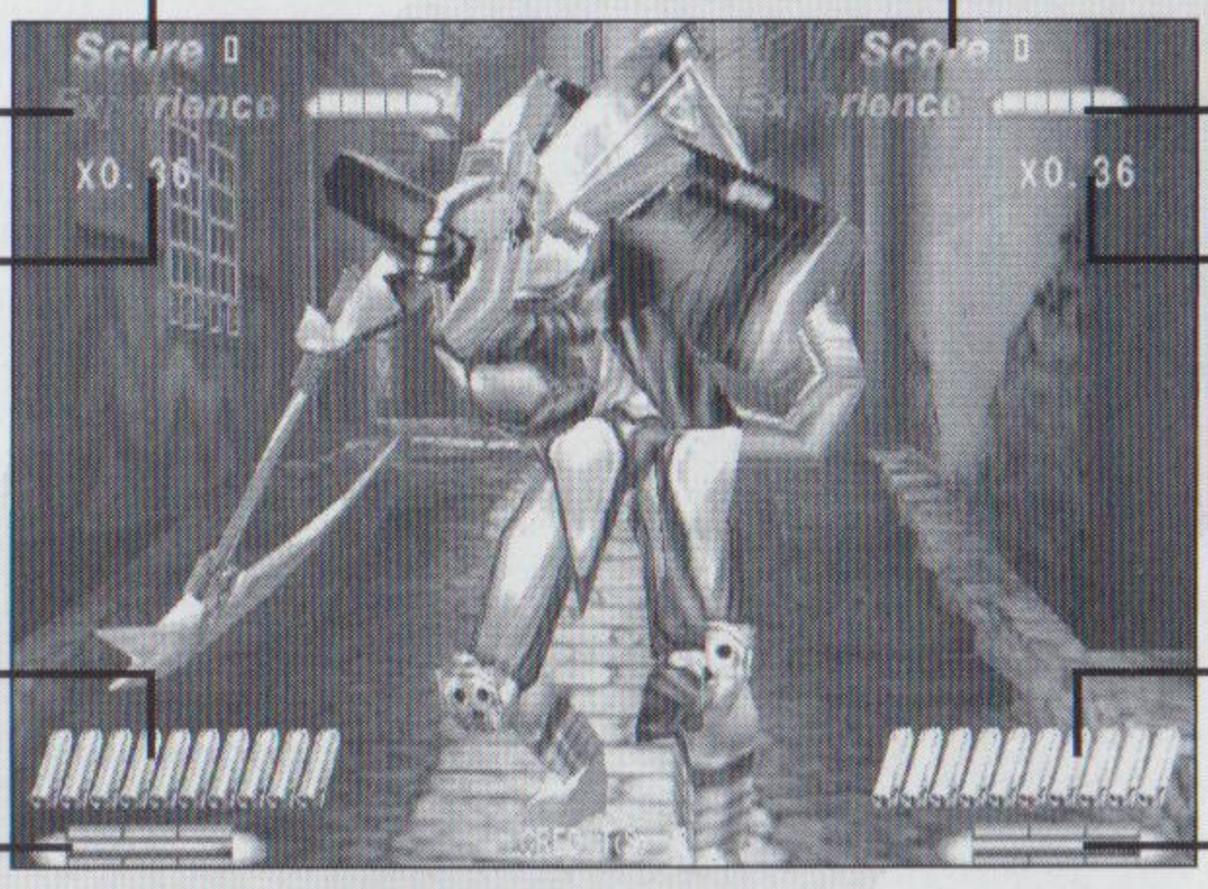
L1 or R1 – Reload

↑↓←→ – Control movement of gun cursor

left analog stick – Control movement of gun cursor

△ – Fire / Exit from mission selection modes

◎ – Fire / Skip Story Mode movies



LIFE UP

Experience points increase as you hit enemies and windows, etc. and decrease when you miss a target. When the Experience Gauge becomes full, your character earns extra life energy. Also, life energy increases when you obtain a Deathnut.

RELOADING AMMO

Gun clips contain 10 shots, and the RELOAD message appears on the screen when your ammo is spent.

[analog controller (DUALSHOCK®2)] L1 or R1 buttons to reload.

[Light gun controller] Aim away from the screen and pull the trigger to reload.

Some Gun Controllers also have a specialist RELOAD button that can be used instead.

GAME OVER

Your life energy decreases when you are shot by enemies or shoot civilians. When the life gauge is emptied, the game ends.

MACHINE GUN

When you shoot Death Flower or objects marked "Hit Here", the machine gun is activated. When the machine gun is activated, the "MACHINE GUN" message appears on the screen followed by a number that represents your ammo supply.

[analog controller (DUALSHOCK®2)] Hold the ⊗ Button to increase energy and release to shoot.

[Light gun controller] Pull the trigger to increase energy and release the trigger to shoot.

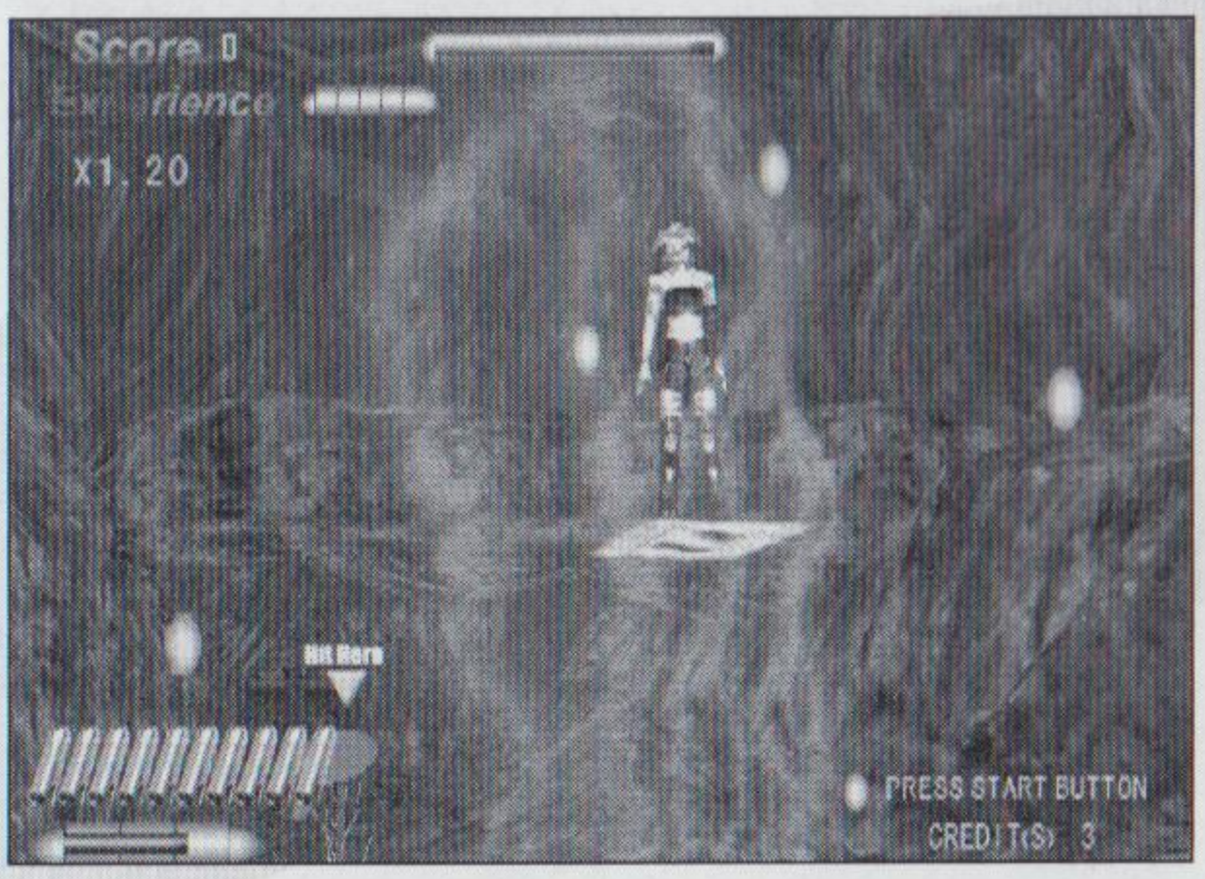
DEATH FLASH

This destroys all your enemies on the screen in a flash. It does not injure civilians.

CIVILIANS

When you shoot a civilian, your energy decreases. Be careful not to mistakenly plug bystanders.

STORY/MISSION MODE



Race to clear stages and rack up points with a limited number of character lives. The Story Mode is the main version of Guncom 2 and is composed of six stages. Mission Mode lets you play each of the stages separately.

STORY MODE

To begin a game, select the Story Mode from the Main Menu. This lets you play the game following the game's main storyline. Movies are shown as you progress through each stage of the story. You may skip out of any movie by pressing the ◉ or B button.

MISSION MODE

To begin a game, select Mission Mode from the Main Menu. The Mission Mode lets you compete for points in each stage independently. Movies are not displayed during these games.

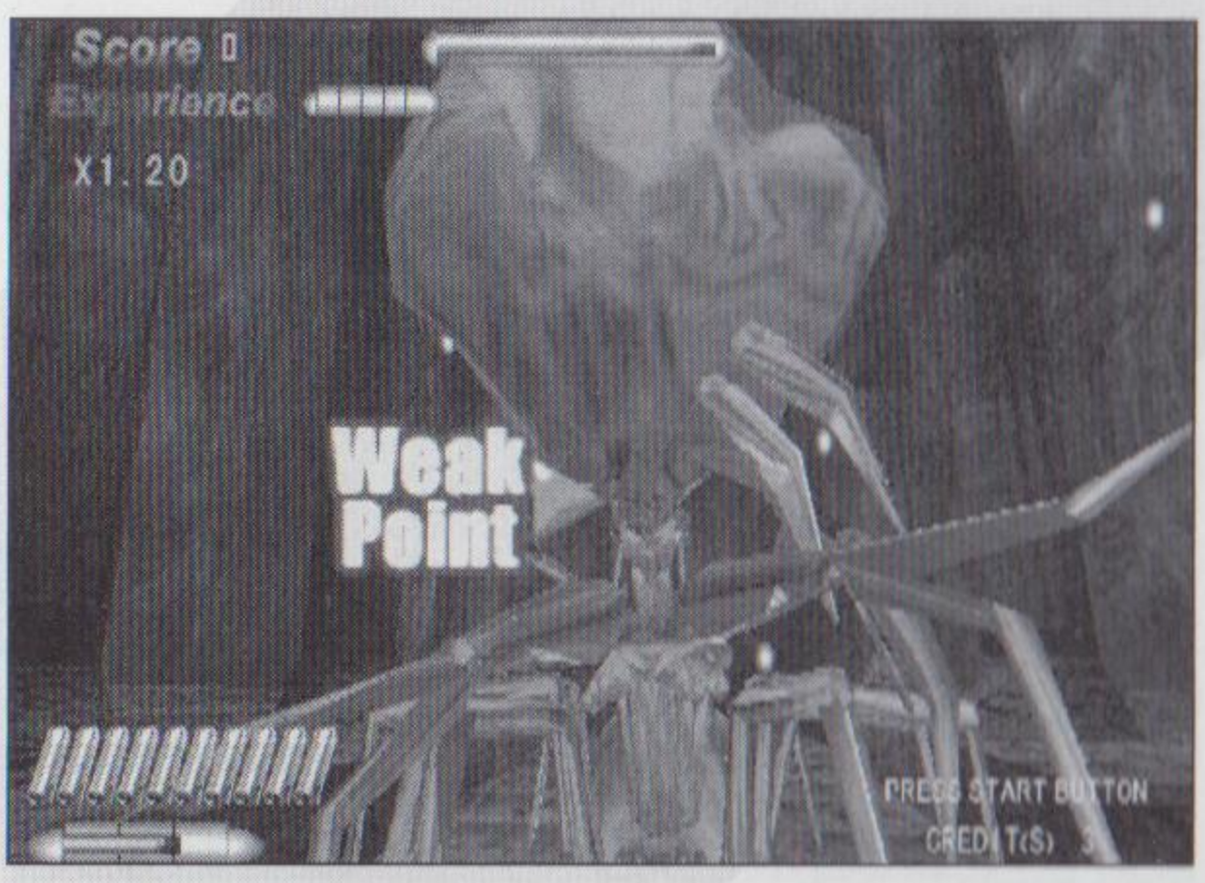
The Mission Mode differs from Story Mode in the following ways:

Within the Setup Options, only the Game Difficulty and Start Life items can be altered. Initial Credits are set at 2 lives and cannot be changed.

Whilst the GAME OVER screen is displayed, you can press the START Button to replay the mission. In this case, high scores achieved during the previously played mission will not be saved.

High scores are saved separately for each stage.

BULLET MODE



Bullet Mode is a mode wherein you race to clear stages trying to use as few bullets as possible. Remaining ammo decreases whenever you miss a shot. Select "BULLET MODE" from the Main Menu to begin the game.

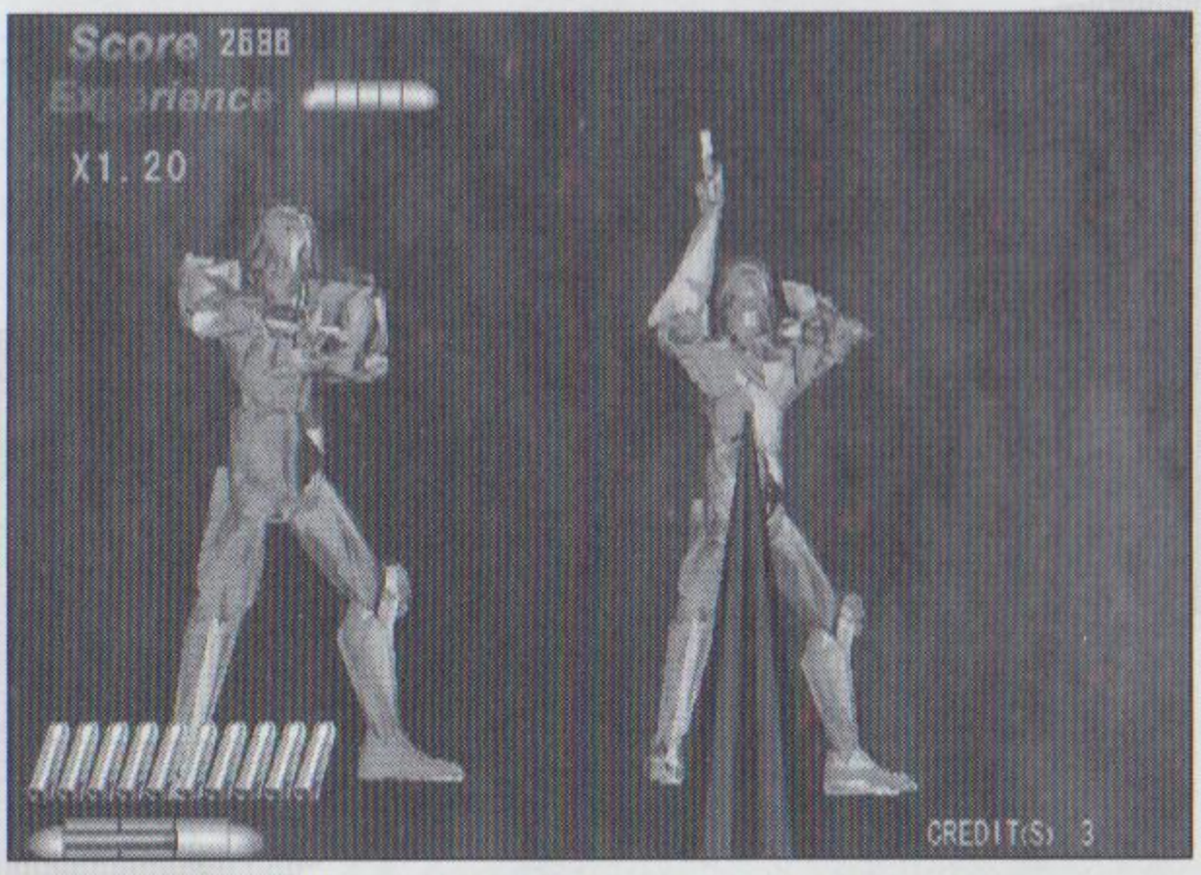
"GAME DIFFICULTY", "START LIFE", and "INITIAL CREDITS" cannot be selected from Option Settings in the Bullet Mode.

Remaining ammo is signified by "Remain Bullets", and the present total of fired ammo appears on the screen as "Total Bullets". A warning will flash on screen when the number of remaining bullets you have is getting low.

By obtaining Deathnuts labeled with a "Hit Here" you can restore character life. "Remain Bullets" increase when you obtain a Death Flower. The Machine Gun cannot be used in this mode.

When you shoot civilians on the screen, your own life decreases. When your experience points meter becomes full, the remaining amount of ammo increases. When the remaining amount of ammo reaches zero or your life meter becomes empty, the game ends. You can press the Start Button when the GAME OVER screen is displayed to restart (RETRY) the round.

TIME MODE



In this mode you select which particular mission you wish to play individually. The total time taken is recorded and used to compare your performance with others on the high score table. The quicker the time the better.

CHARACTERS

Kou Yanami – Age: 21. Occupation: Freelance photojournalist. Birth date: January 21. Blood type: A. Height: 5'11". Weight: 143 lbs.
While working at SMO, Kou made off with the Crimson and subsequently met up with Yuri. Together they set off to rescue the kidnapped Lily.

Yuri Rosenberg – Age: 19. Occupation: Student of Social Sciences at Polvenir University. Birth date: July 24. Blood type: O. Height: 5'4". Weight: 99 lbs.
While looking for clues to Lily's whereabouts, she teams up with Kou to take on SMO.

Patrick Lewis – Age: 15. Occupation: Pilot cadet. Birth date: October 11. Blood type: B. Height: 5'7". Weight: 121 lbs.
A comrade of Lily's who fights as an agent of The Resistance.

Kousuke Echizen – Codename: Combat Panther. Birth date: May 5. Blood type: O. Height: 6'1". Weight: 154 lbs.
His favorite food is mean macaroni & cheese dish. He was supposed to have obtained the Crimson, but his whereabouts are presently unknown.

Greg Plewmel – Age: 57. Occupation: Former professor in the Social Sciences Department at Polvenir Univeristy. Birth date: June 7. Blood type: O. Height: 5'9". Weight: 158 lbs.
Once Echizen's brother in arms, Plewmell resigned his commission and returned to the university where his scholarship earned him an early professorship. He holds the key to the secret of the Crimson.

HINTS

Attack Areas and Back Shots In Guncom 2, the damage you inflict varies with the enemy's movements and area you shoot. Head shots let you take down enemies with the least amount of ammo. Back shots let you rack up points. The number of successful back shots appears as "Hits" on the screen. The secret to successful attacks is to vary back and head shots against your enemies. For example, back shots are especially effective against the SGR-TN1 (the so-called Raccoon)

Score Coefficients (**Story & Mission Mode Only**) Numbers such as "x1.17" underneath "Experience", displayed in the upper part of the screen, signify the increase of points you score when you hit an enemy. When this amount is high, you earn increased points for hitting an enemy. Elements affected by this score are: the number of shots possible, remaining life (activates Crazy Mode with 1 remaining life or less), the number of players, the condition of the machine gun charge, "GAME DIFFICULTY", and "START LIFE".

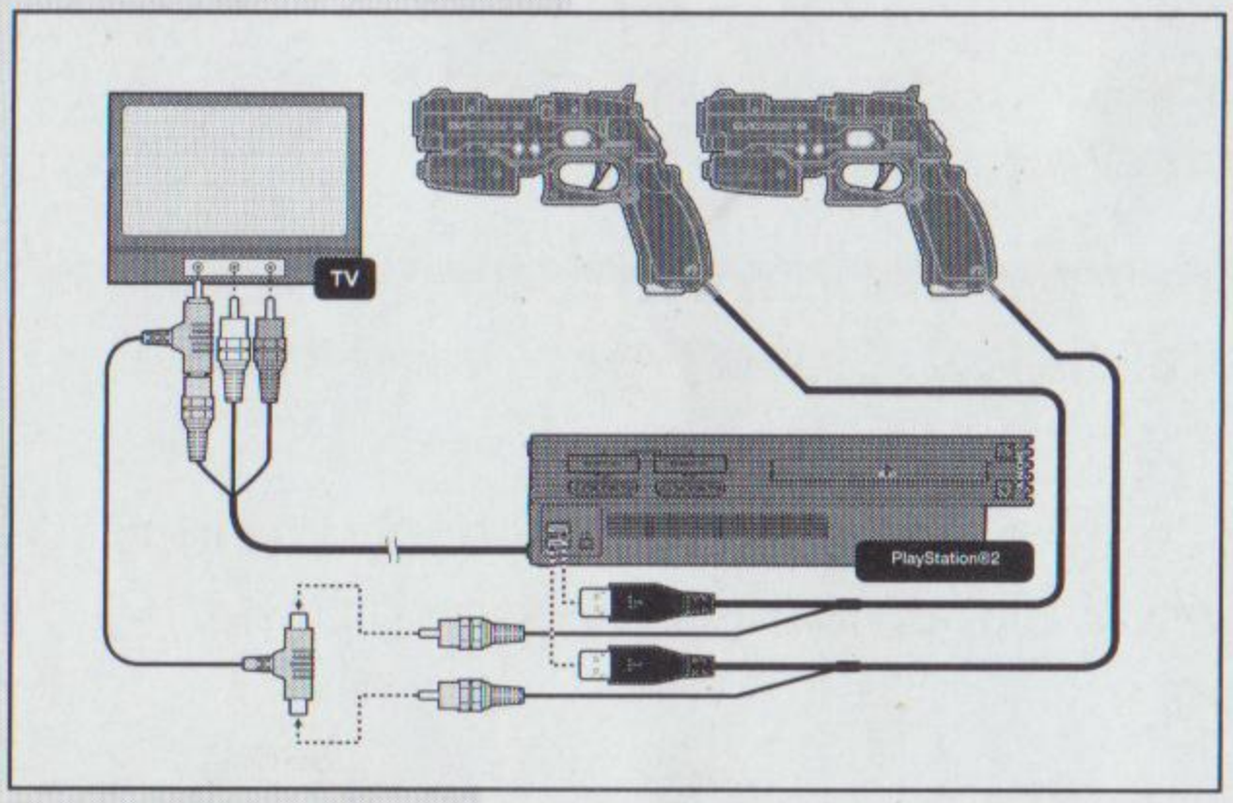
Getting shot on purpose and reducing your remaining lives to 1 or less lets you enter Crazy Mode. In this mode, your score for hits increases dramatically.

Experience When the Experience Meter becomes full in the Story and Mission Modes, your life increases. In the Bullet Mode, the number of remaining ammo increases. Experience increases when you hit enemies, but decreases if you miss. So you have to aim carefully and not waste your shots. You can also earn experience points by shooting out certain windows or streetlights.

LIGHT GUN

INCOMPATIBLE TELEVISION SETS

The light gun controller detects your television's scanning lines and determines the position you aim the light gun controller. Consequently, the light gun controller cannot be used with televisions that do not use or display scanning lines like: LCD televisions, Projection televisions or Plasma screen televisions. On televisions such as these, the position where the light gun controller is pointed cannot be detected, you must use another television or play using the analog controller.



HOW TO CONNECT G-con™2 OR G-con45™ TO YOUR console

CONNECTION – using an integrated Audio/Video Cable

Insert the light gun controller cable connector into the upper USB connector on the front of the console. Insert the RCA pin jack into Female connector 1 or 2 of the AV Cable. Remove the yellow Video connection of your console cable from the Television. Insert the Video connection into Female connector 3 of gun's AV Cable. Connect the Male connector of the Gun's AV Cable to your television.

CONNECTION - using an RFU Adaptor or Euro-AV Cable

If you are connecting your console to a television using an RFU Adaptor or a Euro-AV Cable, you will require an AV Adaptor (SCPH 10130 E). Insert the gun's cable connector into the upper USB connector on the front of the console. Insert the RCA pin jack into Female connector 1 or 2 of the AV Cable.

Insert the AV Adaptor into the AV MULTI OUT connector on the rear of the console. Then insert the RFU Adaptor or EURO-AV Cable into the AV MULTI OUT connector on the AV Adaptor. Insert the Male connector of the Gun's AV Cable into the VIDEO OUT on the AV Adaptor.

CALIBRATION

In order for your light gun controller to work accurately it needs to be calibrated. If there is a light gun controller connected to your console then the Calibration Screen will automatically be displayed on boot-up.

To do the calibration, aim at the crosshair [+] in the centre of the target on the screen and pull the trigger.

A cursor [+] will appear – if the position of the cursor corresponds accurately with where you are aiming then the light gun controller is calibrated. If not, repeat the process. When completed, press either of the buttons on the light gun controller.

If you are using a G-con™2, you are able to select a 2 point adjustment option for greater calibration accuracy. Aim the G-con™2 away from the screen, press and hold the trigger then press the C button. Shoot at the [+] on the screen and a target is displayed in the top left-hand corner. Shoot at the new [+] to successfully calibrate your G-con™2. Repeat the process if you are not happy with the accuracy of the calibration.

SCREEN FLASH

When the light gun controller detects television scanning lines, the screen is momentarily lit up as you pull the trigger. On televisions with large screens of 29 inches or more, or televisions set at a low brightness or level of contrast, the gun may not be able to detect these scanning lines with the brightness of the flash. In such a case, set the "SCREEN FLASH" item of the Option Settings to "BRIGHT", to brighten the flash of the television screen.

If the light gun controller functions properly with other Light Gun-compatible games but fails to do so with Guncom2, the gun may function properly by changing the brightness of the screen flash. If the flash of the gun is too bright, try setting "SCREEN FLASH" to a darker value.

IF EXPERIENCING PROBLEMS – Items to check

Is the television set incompatible? Try it with other shooting games.

Is the right SCREEN FLASH Option setting selected? Try NORMAL.

Has the gun sight cursor been calibrated properly?

Is sunlight or other light directly hitting the television screen? Change the position of the television or darken the room lighting.

Is the brightness and contrast of your television too dark? Adjust the screen according to your television's user's manual.

Is the connection port correct?

HEALTH AND EPILEPSY WARNING

A small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the game.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the console:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

Guncon, G-Con45 and the G-Con2 are registered to NAMCO.

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00321 0678 2000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
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• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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